

detecting the output from a particular one
of the plurality of operating portions; and

2. A recording medium according to claim 1, wherein said program further comprises detecting a current state of the character object, the obstacle overcoming step including executing an obstacle overcoming action corresponding to the current state of the character object.

4. A recording medium according to claim 2, wherein the current state of the character object is the current speed of movement of the character object.

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wherein, in the event the character object can mount and pass over the obstacle object, the obstacle overcoming action is a jumping-over action when the current speed of movement of the character object is relatively fast, and the obstacle overcoming action is a scaling action when the current speed of movement of the character object is relatively slow.

6. A program executing system, comprising:

a program executing device for reading and
executing a program stored in a recording medium;

an operating device connected to said program executing device and having a plurality of operating portions for outputting an operating request by an operator to said program executing device; and

a display device having a screen for displaying an image output from said program executing device;

wherein said program executing device includes:

a storing unit storing said program read from said recording medium for causing a character object displayed on said screen of said display device to perform a predetermined action with output from said operating device, said program including automatically overcoming an obstacle object encountered by said character object on said screen by operating a particular one of said plurality of operating portions; and

an executing unit for reading and executing

said program stored in said storing unit.

7. A program executing device which is connectable to an operating device having a plurality of operating portions for outputting an operating request by an operator, and a display device having a screen for displaying an image, said program executing device comprising:

a storing unit storing a program for causing a character object displayed on the screen of the display device to perform a predetermined action with output from the operating device, said program including automatically overcoming an obstacle object encountered by said character object on the screen by operating a particular one of the plurality of operating portions; and

an executing unit for reading and executing said program stored in said storing unit.